

WHAT IS CLAIMED IS:

1. A control program for an action game in which one of a plurality of characters moving in a game space is selected to be an attack target, in response to an operation of a game player, comprising:

a selectable candidate object judging step of judging each of said plurality of characters as to whether or not it is a selectable candidate object which is qualified to be an attack target and which is in position relationship which could be selected as an attack target;

a selection order deciding step of deciding an order of selecting those of said plurality of selectable candidate objects, which have been judged by the selectable candidate object judging step; and

an attack target changing step of selecting, based on the selection order decided by the selection order deciding step, one of said plurality of characters as an attack target and sequentially changing the attack target in response to an attack target changing operation by the game player.

2. A control program for an action game according to claim 1, wherein

a selectable candidate object which has been judged by the selectable candidate object judging step is included in the selectable candidate objects for a prescribed period of time since it fails to satisfy said positional relationship which could be selected as an attack target,

time count of the prescribed period of time is reset when said selectable candidate object satisfies said positional relationship again within said prescribed period of time.

3. A control program for an action game according to claim 1, wherein

when at least one of said plurality of characters becomes ineffective as an attack target, the selection order of the selection qualified candidates is re-decided.

4. A control program for an action game according to claim 2, wherein

when at least one of said plurality of characters becomes ineffective as an attack target, the selection order of the selection qualified candidates is re-decided.

5. A control program for an action game according to claim 1, wherein

the characters are present in the game space and are increased or decreased in accordance with advance of the game in response to operations of the game player.

6. A control program for an action game according to claim 1, wherein

the characters are attack targets of a character operated by the game player.

7. A control program for an action game according to claim 1, wherein

said positional relationship which could be selected as an attack target is that distances from the base point of the operation of the game player to the character in the game space

is below a distance which is below an attack range.

8. A control program for an action game according to claim 2, wherein

said positional relationship which could be selected as an attack target is that distances from the base point of the operation of the game player to the character in the game space is below a distance which is below an attack range.

9. A control program for an action game according to claim 3, wherein

said positional relationship which could be selected as an attack target is that distances from the base point of the operation of the game player to the character in the game space is below a distance which is below an attack range.

10. A control program of an action game according to claim 1, wherein

said positional relationship which could be selected as an attack target is that, when the game space is projected on a game display screen, distances between the base point on the game display screen and the projected images of said plurality of characters are below an attack range.

11. A control program of an action game according to claim 2, wherein

said positional relationship which could be selected as an attack target is that, when the game space is projected on a game display screen, distances between the base point on the game display screen and the projected images of said plurality of characters are below an attack range.

12. A control program of an action game according to claim 3, wherein

said positional relationship which could be selected as an attack target is that, when the game space is projected on a game display screen, distances between the base point on the game display screen and the projected images of said plurality of characters are below an attack range.

13. A control program for an action game according to claim 1, wherein

said positional relationship which could be selected as an attack target is that an angle formed by a base line which is extended from the origin which is the base point of the operation of the game player in the game space in the direction where the character operated by the game player is looking, and a line interconnecting the base point as the origin and positions of said plurality of characters is below an angle which make attacks possible.

14. A control program for an action game according to claim 2, wherein

said positional relationship which could be selected as an attack target is that an angle formed by a base line which is extended from the origin which is the base point of the operation of the game player in the game space in the direction where the character operated by the game player is looking, and a line interconnecting the base point as the origin and positions of said plurality of characters is below an angle which make attacks possible.

15. A control program for an action game according to claim 3, wherein

said positional relationship which could be selected as an attack target is that an angle formed by a base line which is extended from the origin which is the base point of the operation of the game player in the game space in the direction where the character operated by the game player is looking, and a line interconnecting the base point as the origin and positions of said plurality of characters is below an angle which make attacks possible.

16. A control program for an action game according to claim 1, wherein

in the selectable candidate object judging step, only the characters located in the direction of the view of the character operated by the game player could be judged to be selectable candidate objects.

17. A control program for an action game according to claim 2, wherein

in the selectable candidate object judging step, only the characters located in the direction of the view of the character operated by the game player could be judged to be selectable candidate objects.

18. A control program for an action game according to claim 3, wherein

in the selectable candidate object judging step, only the characters located in the direction of the view of the character operated by the game player could be judged to be selectable

candidate objects.

19. An information storage medium storing the program according to any one of claims 1 to 18.

20. An electronic device for executing the program according to any one of claims 1 to 18.